

SIX GAMES IN ONE LOAD



TWO PLAYER OPTION



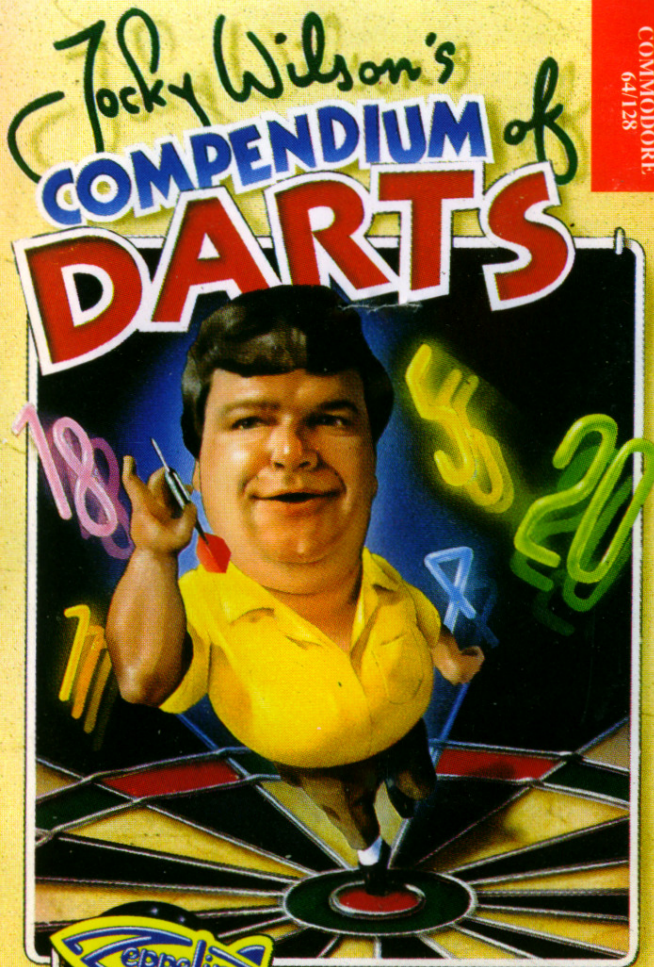
PLAY AGAINST JOCKY WILSON

Jocky is back on the 'Okey with SIX of the best games ever played on a Matchplay Dartboard. As well as Championship 501 Darts, you can challenge Jocky Wilson to a game of Shanghai, Football, Dart Bowls, Ten Dart Century, or Scram.

The three levels of difficulty means that even seasoned veterans of "Jocky Wilson's Darts Challenge" will find the games challenging and addictive.

With a two player option and superb computer developed gameplay, Jocky Wilson's Compendium of Darts is sure to hit the bullseye with all Darts fans !!

COMMODORE
64/128



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COMMODORE LOADING INSTRUCTIONS
Press **SHIFT** and **RUNSTOP** together.
Then press **PLAY** on the tape.

OPTIONS

A JOYSTICK connected to the relevant port on the Commodore will allow you to play the game and make all of the necessary selections by pressing FIRE.

Level of difficulty can be set from PUB, to COUNTY and then on to INTERNATIONAL for top class opposition.

A one or two player game can then be chosen with both players entering their names. If a one player game is selected, Jocky Wilson competes against player one.

COMPENDIUM OF GAMES

Choose from the following classic Dart games:

1. Football
2. Dart Bowls
3. Scram
4. Ten Dart Century
5. Shanghai
6. Matchplay 501 Darts

RUNSTOP pauses the game
SPACE un-pauses the game
Q quits the game selected after the action has been paused.

Program: Ian Copeland
Graphics: David Taylor
Made in UK



GAMESPLAY

On all games, your throwing arm is represented by a dart on the board that follows a random circular path. With practice, your technique will develop and Dart control will become easier.

Pressing FIRE throws the Dart at the board to register a score. Although all of the games are played on a conventional dartboard, every game in the compendium has their own specialized scoring procedures.

1. FOOTBALL

Each player must hit a Bulls-Eye before they can begin scoring in the match. After the Bulls-Eye, the players aim for any DOUBLE on the dartboard. Every double hit scores a goal.

Each player has three darts to throw on their visit to the board, and the first player to gain three legs wins the cup.

2. DART BOWLS

The winner of the toss throws a dart at the board, this dart is the JACK. Players then throw a single dart each in turn trying to get as close as possible to the Jack. After each player has thrown 3 scoring darts, the computer calculates how close each dart is to the Jack. The "end" is scored as follows:

3 darts nearer to the Jack than the opponents - 3 points
2 darts nearer to the Jack than the opponents - 2 points
1 dart nearer to the Jack than the opponents - 1 point

A Jack is then thrown by the player who lost the toss and a new "end" begins. The winner is the first player to score 21 points.

3. SCRAM

The winner of the toss is called the STOPPER, and the other player is the SCORER. The Stopper throws three darts, and each sector that a dart lands in is put out of play by the computer.

The Scorer then throws three darts trying to get as high a score as possible from the sectors that have not been "stopped". Any darts that land in stopped sectors are lost and do not score.

Play continues until the Stopper has hit all of the sectors on the board. The players then swap roles. The competitor with the highest score wins the leg, and the overall winner of Scram is the first player to win three legs.

4. TEN DART CENTURY

Each player throws ten consecutive darts at the board and tries to score exactly 100 points. Darts that re-bounce out of the board count as a throw, but do not score. Any dart entering the outer sector of the board or missing the board altogether, wipes that competitor's score to zero.

The player nearest to 100 wins the leg, with the best of three legs deciding the winner.

5. SHANGHAI

At the start of the game, the computer selects a single sector of the dartboard. Each player then throws three consecutive darts which can only score in the selected area.

Points are awarded as follows:

Treble sector - 3 points
Double sector - 2 points
Single sector - 1 point

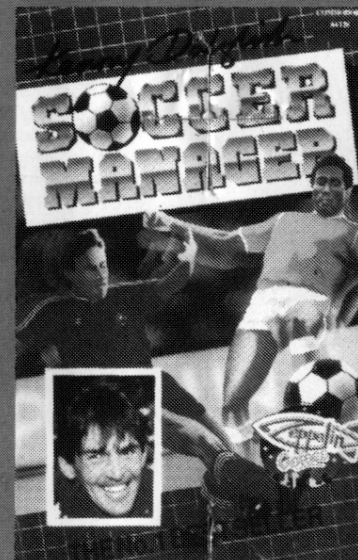
The player with the highest score wins the leg, and the overall winner is the first player to gain three legs.

6. MATCHPLAY 501 DARTS

Traditional World Championship Darts, starting at 501 and leaving a double to finish. What could be simpler !?!

PLEASE NOTE: IT IS ILLEGAL TO COPY OR BACKUP THIS
COMPUTER TAPE.

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